CHOCOLATE GOLEM

A chocolate golem is a sight never to be forgotten. Stories describe chocolate golems of every size and shape, including giant rabbits, chicks, dragons, reindeer, scarecrows, humans, humanoids, vampires, and other fantastic creatures.

Delicious Constructs. Chocolate golems are golems crafted from no less than 500 pounds of chocolate. The body is created in a mould meant to resemble whatever appearance the creator wants to achieve, and granted "life" with magic.

Inconspicuous Protectors. Many wealthy party hosts who are looking for a hidden layer of security at a party might purchase a chocolate golem or two. They are a fun conversation piece, a show of wealth, a delicious snack, and if need be a deadly fighting force.

Party Golems. Smaller chocolate golems are sometimes crafted without any offensive capabilities for the express purpose of serving guests at a party, both as potential wait staff and as entertainment when the party-goers get to smash the construct to reveal whatever treats or trinkets are hidden inside.

Chocolate Golem

Large construct, unaligned

Armour Class - 14 (natural armor)
Hit Points - 102 (12d10 + 36)
Speed - 30 ft.

STR 18 (+4)
DEX 10 (+0)
CON 16 (+3)
INT 3 (-4)
WIS 8 (-1)
CHA 12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities cold, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

Proficiency Bonus +3

Traits

Cold Absorption.
Whenever the golem is subjected to cold damage, it takes no damage and its Armor Class becomes 16 for 1 minute or until it takes fire damage.

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Molten Body.
When the golem takes 10 or more fire damage from a single source, all creatures within 5 feet take 3 (1d6) fire damage for every 10 fire damage the golem has received. For example, an attack that deals 40 fire damage to the golem will cause all creatures within 5 ft. of the golem to take 14 (4d6) fire damage. Any creature that would be subject to damage as a result of this trait can attempt a DC 16 Dexterity saving throw, taking half as much damage on a success.

Actions

Multiattack.
The creature makes two slam attacks.

Slam.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 13 (2d8 + 4) bludgeoning damage.

Molten Breath (Recharge 5-6).
The golem exhales molten chocolate in a 10-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature that fails its save is coated in chocolate, blinded, and restrained until the end of the chocolate golem's next turn. If a creature covered in chocolate takes cold damage before the end of the golem's next turn, the chocolate hardens and that creature is blinded, restrained, and incapacitated until the chocolate coating is destroyed. The chocolate coating has an AC of 10 and 5 hit points.

Here's a link to the full Monster of the Week video breakdown:
Chocolate Golem: Yes, This is a Real D&D Monster